NES-LC- USA

LEGACY OF THE WIZARD™

INSTRUCTION MANUAL

Adventure Series

Broderbund™

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Henry Yamamoto
Scott Tsumura
Dave Davis

PRECAUTIONS

1. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors; do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model TV's have rounded screens and may block out a portion of the image.

THE STORY

A long, long time ago a woodcutter's family lived in a small woods. One day, inside their house, the grandmother was talking to her grandchildren. "Long, long ago there was an evil dragon that was terrifying the people. A wizard came from the north country, captured the dragon, and put it deep in the ground. See the picture on the wall? The wizard is your grandfather."

Just as the grandmother pointed at the picture, their pet dog "Pochi" came in with a shiny, pointed object. It was a scale from the dragon! Mother and Father both felt the dragon was about to revive. So they started to get ready to go to the dungeon. Their mission was to destroy it. The kids cried, "There's no way that you can ever beat the dragon!" Father smiled and said, "Don't worry, there is a DragonSlayer."

"DragonSlayer" is a magical sword—the only weapon that can destroy the dragon. However, it is protected by four hidden crowns. The kids said, "We can help you find the crowns if it's OK with you." "Sure, if we can all help each other, we will be able to defeat the dragon," the Father replied.

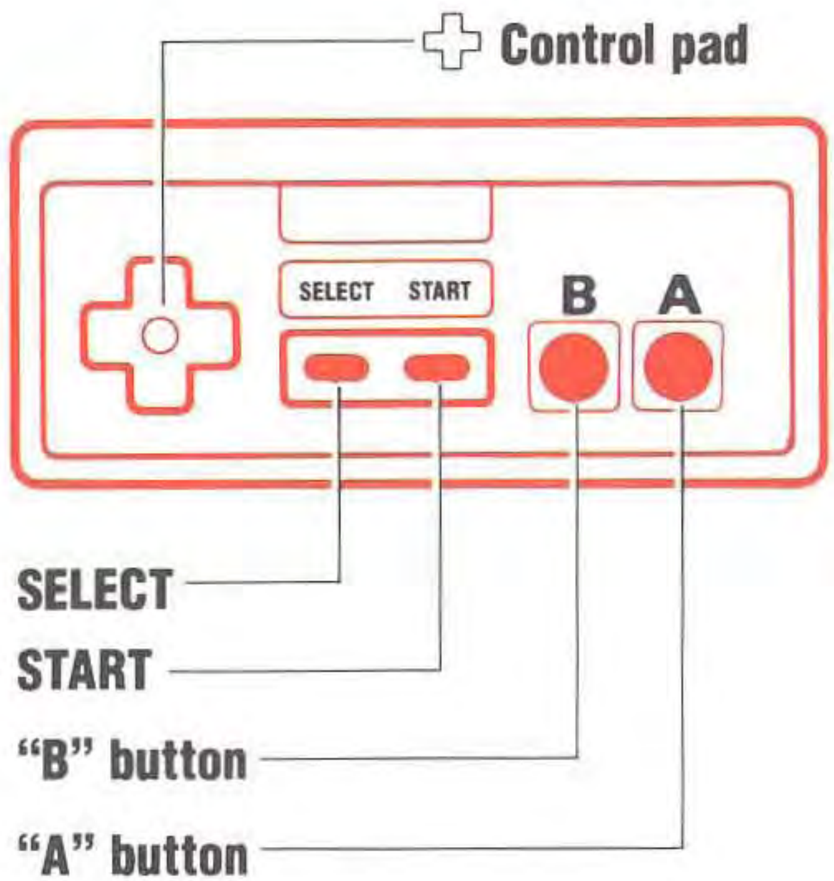
Where are the four crowns? Can the Draslefamily destroy the dragon? Now the adventure begins.

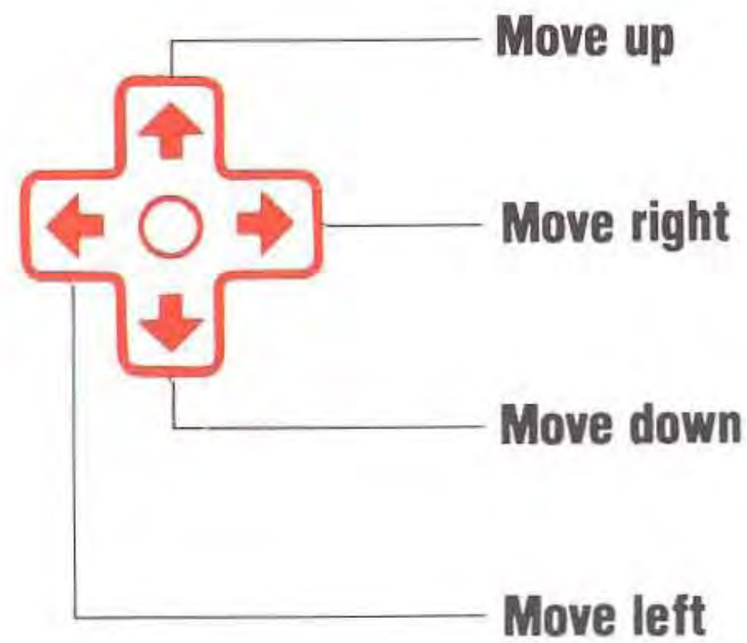
THE FAMILY

Each member of the Draslefamily has different abilities. Use all the members of the family (including the family pet "Pochi") to find the four crowns and the sword, "DragonSlayer." During your adventure, you may return to the house as many times as you like to change characters. Try to use everyone's different abilities. If the family's life becomes Ø (zero) then the game will be over. When your life becomes low, go back home or stay at an INN. (If you want to continue the game, refer to p.9.) Your progress can be saved at the house by talking to Grandma and getting a password. Write down the password and give it to Grandpa the next time you play. You will be able to continue from where you left off.

HOW TO USE THE CONTROLLER

Controller 1
*Controller 2 is not used.





START Button

Use the start button to begin the game, PAUSE during a game, display inventory or continue a game in progress.

SELECT Button

Press the SELECT button to choose items to use from your inventory. After pressing SELECT, you can move the white cursor in the upper right corner of the screen to select one of the three items displayed there. You can carry only three items at once and you may use only one of the items at a time.

UP

Press UP to climb up the ladders and to enter SHOPs or INNs.

DOWN

Press DOWN to climb down the ladders or leave SHOPs or INNs

LEFT/RIGHT

Move LEFT/RIGHT.

"A" Button

Use the "A" button to jump and use items that are selected.

"B" Button

Use the "B" button to throw your magic weapon. Press the Control Pad in the direction you want to fire and then press the button. You can throw your weapon in eight different directions.

STATUS DISPLAY

The biggest number that can be displayed on the screen underneath LIFE, MAGIC, KEY and GOLD is 109. Each blue mark equals one and each red mark equals 10. Their meanings are shown below.

LIFE

These are your hit points. If this reaches zero (∅), the game is over.

MAGIC

This represents the number of times that the current magic item can be used. Some items use more magic than others.

KEY

Number of keys in your possession.

GOLD

The amount of gold that you're carrying.

ITEM

Indicates which item is currently being used. The item being used will have a white border around it.

GETTING STARTED

The game starts inside of the family's home. Select the character that you would like to use and then set up the equipment for the character.

The maximum number of items that each character can carry is 3.

If the number below the item is blue or zero (∅) then the item cannot be used with that character.

Items that are not equipped cannot be used. You can only change items at the INN or back at the family's home.

CHOOSING A CHARACTER

At the beginning of the game you can control the pointer (the glove) on the screen with the Control Pad. Point to the character you want and push the "A" button to select that character.

CHOOSING ITEMS

Move your character on the screen with the Control Pad. Point to the item that you want and press the "A" button to put that item into your inventory.

USING ITEMS

To use an item, take the following steps:

1. Use the SELECT button to get into Item Select Mode.
2. Use the Control Pad to move the cursor (the small white box) to the item you want.
3. Push either SELECT or the "A" button to get back to the game.

*If you want to use the item, make sure it is selected and then press the "A" button.

SHOPS and INNS

Push UP on the Control Pad in front of the doors to the SHOPs or INNs to go inside.

IN THE SHOPS

If you want to buy an item, move the character in front of the item that you want and press the "A" button. In order to get out of the SHOPs, push down on the Control Pad.

AT THE INNS

After you enter an INN, if you want to stay press the "A" button. Staying at an INN will allow you to regain full LIFE and MAGIC. The INNs charge 10 gold pieces per visit. You can also change your current items in the INN. When you leave the INN, you get one chance to select items from your inventory. When you are ready to leave, press down on the Control Pad.

SPECIAL TECHNIQUES: USING THE GLOVES

▶ You can use the gloves to move some blocks in the dungeon. If you want to move a block to the right, stand on the block, hold the "A" button down and press to the right on the Control Pad. It takes some practice but is easily mastered. You MUST learn to use the gloves efficiently to win the game.

▶ If you move blocks into your path and you can't get around them, try leaving the screen and coming back. All the blocks that were moved are back where they started.

▶ Blocks can be pushed but they cannot be pulled.

▶ You can move only some of the blocks in the dungeon; not all the blocks.

▶ Try various techniques to move the blocks into position.

▶ If you find yourself moving blocks unintentionally, wear the gloves ONLY when you want to move a block (remove them before you move or jump).

The hardest part of the game is the area where you have to move blocks to solve puzzles. Use the gloves to move the blocks into position if you can't clear a section. Some of the puzzles involving the blocks are very difficult. Try moving them in different combinations to get where you want to go.

SAVING/LOADING

When you want to save the game, return to the family's home and ask the grandmother for the password. When you want to continue a game where you left off, move the pointer to the grandfather and enter the password.

Use the Control Pad to select the letter, press the "A" button to choose a letter. Press the SELECT button to stop selecting letters.

Displaying the Password

To get a new password, return to the family's home. Use the Control Pad to point to the grandmother and press the "A" button. Your new password will be displayed. Don't forget to write it down.

Entering the Password

Move the pointer over the grandfather. Use the Control Pad and the "A" button to enter the password. If you make a mistake, use the left arrow to move the cursor back. When you finish entering the password use the curved arrow to confirm the password entry. If you want to stop entering the password, press the SELECT button.

GAME OVER: RETRY or CONTINUE

If your character's life becomes zero (Ø), then the game is over. If you select RETRY, the game will start from the beginning. If you select CONTINUE, you will continue from the point when you last returned to the family home. Use the SELECT button to select and the START button to confirm your choice.

► If you have not gone back to the house at all during a game, selecting "CONTINUE" is the same as selecting "RETRY."

THE DRASLEFAMILY

The Father: "Xemn"
He is very powerful; he can use the magic gloves to move blocks. Special items: "Gloves," "Armor," "Powered Boots."

The Mother: "Meyna"
She can fly and use lots of different magic. Special items: "Wings," "Key Stick," "Rod."

The Son: "Roas"
He can fight using the magical sword. He is the only one who can use the "Dragon-Slayer." Special items: "Armor," "Jump Shoes," "Dragon Slayer."

The Daughter: "Lyll"
She can jump! She can also use some magic. Special items: "Powered Boots," "Jump Shoes," "Mattock."

The Family Pet: "Pochi"
It acts like a dog but is really a monster. The other monsters don't bother Pochi. Special items: "Elixer," "Magic Bottle," "Crystal."

The Grandmother: "Jiela"
The only thing she does is give you the password to save the game.

The Grandfather: "Douel"
The only thing he does is check your password to continue the game.

ITEMS

Some of the monsters leave items behind when they are destroyed.

Bread
Gives LIFE.

Potion
Gives MAGIC.

Key
Can open doors and chests

Gold
You need this to stay at the INNs and to buy things at the SHOPs.

Poison
Takes away LIFE!

Ring
The ring will make you invisible for a while. You don't get hurt by the monsters while you're invisible.

Cross
Zaps ALL the monsters on the screen.

Scroll
When you pick up a scroll, the speed of the character will increase.

TREASURES

The chests in the dungeon usually contain treasure.

Elixer
If your LIFE becomes zero (∅), drinking this will heal you. To use the LIFE potion, make sure that it's selected when you are about to die.

Magic Bottle
If your MAGIC becomes zero (∅), drink this to recharge yourself.

Power Boots
When you're wearing these, you can jump on the monsters to destroy them.

Gloves
Wearing the gloves allows you to move some blocks inside the dungeon.

Armor
If you are wearing this you can run right through some monsters.

Crystal
Use the crystal to warp back to ground level, near the family's home.

Jump Shoes
Wearing these increases your jumping ability.

Shield
Rebounds the bullets fired by the master monsters.

OTHER TREASURES

Wings
Use the Magic wings to fly.

Mattock (pick axe)
The mattock can be used to break some of the blocks inside the dungeon.

Key Stick
Allows you to open doors without keys.

Rod
Lets you move certain blocks.

Fire Rod
Increases the range of your weapon.

Power Knuckle
Increases your attacking power.

Crowns
You have to collect all four of the crowns to get the "DragonSlayer."

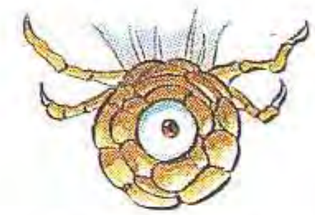
DragonSlayer
The only weapon that can destroy the dragon.

THE MONSTERS

Destroy the various monsters in the dungeons using different fighting techniques.

Metablack

Killer Bat



Rock Beast

Dedoru

Claw Eye

Biff

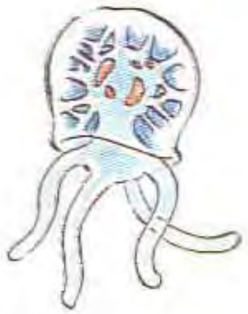
Scorpious

Sam Bohanna

Killer Hound

Hoagie

Slime Crawler



Invisigel

THE BIG MONSTERS

Each one of the four crowns is protected by one of the following monsters. If you can defeat each one, the crowns will be yours.

Tarantunes

Archwinger

Erebone

Rockgaea

THE KING DRAGON

Your final battle will be fought with Keela, the dragon. The dragon was imprisoned in the wall painting by the wizard because it was terrorizing the countryside. It has scales all over its body and breathes fire.

ADVENTURING ADVICE

Conquering a compex maze begins with mapping. You should make a map while exploring the dungeon. Anyone can defeat monsters. Discovering the secrets of the dungeon is the real key to this game. This dungeon has five major sections and each section has its own characteristics. Try to use each family member in the section where they can do the most good. Each major section has different background music and by knowing the music it's easier to tell where you're located. The dungeon is very complex. Making a map will make your adventure easier.

After you pick up some items try to return to the family home. If you play without returning home, you'll lose the items when your character dies.

Some of the blocks and monsters can be used to your advantage when exploring the dungeons. Moving blocks over monsters is a sure way to destroy them.

You can climb higher by jumping on movable blocks or jumping from on top of the monsters.

SPECIAL ITEMS IN THE DUNGEONS

Chests
There are many items in the chests, but you need a key to open each one.

The Picture of Princess Celina
A secret is hidden here. After collecting the four crowns, try various techniques using one of the crowns to discover the secret of the princess. An ancient legend tells of a passage to the DragonSlayer, located somewhere near a volcano.

Door
You need keys to open the doors.

Loose Block
Not only can you move a loose block, but you can also break it with the mattock (pick axe).

Stalagmite
If you walk over this, you will get damaged.

Magic Block
If you touch these, they can transform into items or . . . ?

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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